INSTRUCTION BOOK

NES-7H-USA

THE HUNT FOR RED OCTOBER™

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Nintendo ENTERTAINMENT SYSTEM®

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PRECAUTIONS

This Game Pak is a precision device. It should be kept away from extreme temperatures. Never hit it or drop it. Do not take it apart.

- Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.
- Make sure the power is off before inserting or removing the Game Pak from the Nintendo Entertainment System®.

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This offical seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

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Thank you for buying **The Hunt for Red October**. To get the most playing satisfaction from this Game Pak, please read the entire manual.

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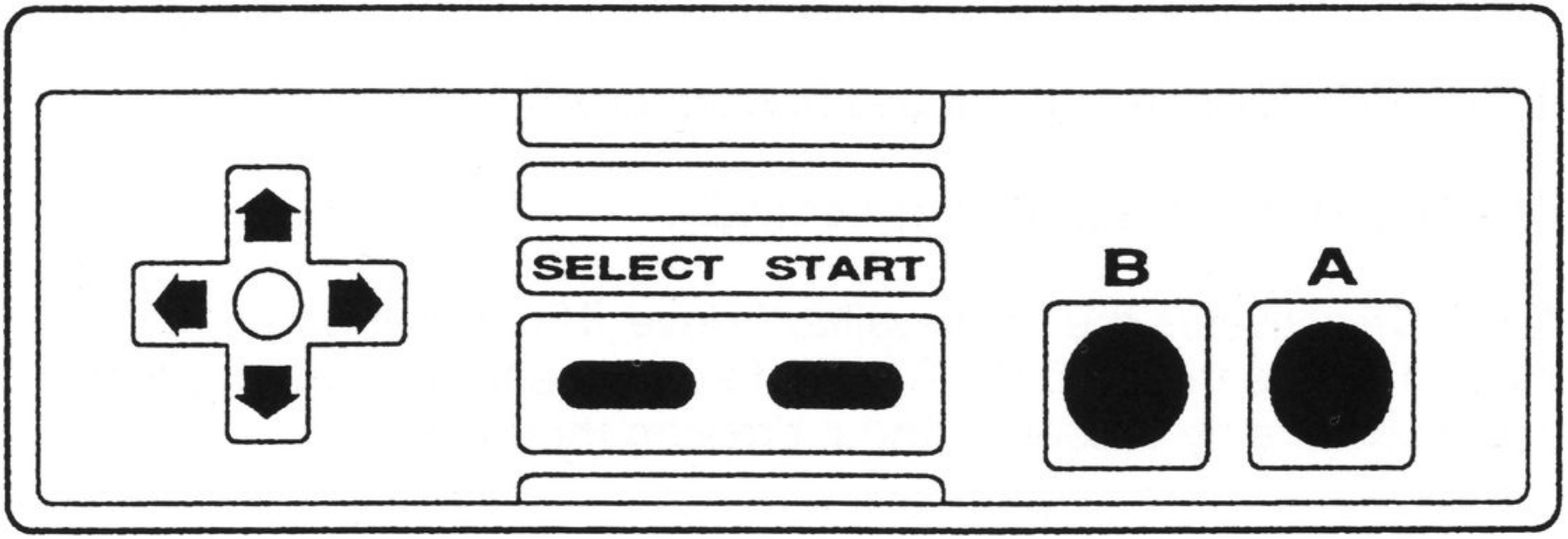
STARTING THE GAME

Welcome to **The Hunt for Red October**. Here's some quick start information to help you begin your mission.

- Insert the Game Pak into your Nintendo Entertainment System®.
- Turn on the power.
- Press START to begin the quest.

THE CONTROLLER



CONTROLLER FUNCTIONS

The CONTROL PAD moves the RED OCTOBER. Press UP to move toward the surface, DOWN to dive, RIGHT to move forward, LEFT to reverse.

The A BUTTON fires torpedoes horizontally.

The B BUTTON fires missiles vertically.

SELECT activates the ''Caterpillar'' drive. This silent propulsion system allows the RED OCTOBER to evade enemy sonar systems and pass enemy vessels without drawing their fire.

Pressing A & B BUTTONS simultaneously releases ECM's (Electronic Counter-Measures). These ''decoys'' attract all weapons fired at the RED OCTOBER. All offensive weapons in the immediate area will be destroyed.

START starts and pauses the game.

STORY

The Soviet Union has created the ultimate first strike weapon. It is November 12, 1984, four months before Mikhail Gorbachev comes to power. The Soviets have built the RED OCTOBER, a Typhoon Class nuclear submarine which utilizes an experimental propulsion system. This new "caterpillar" drive renders the submarine virtually invisible to sonar. Fully loaded with nuclear missiles, the RED OCTOBER is an unprecedented war machine.

You are Captain Marko Ramius. Your superiors have ordered you to put the RED OCTOBER through its trial run of tests and naval exercises today. But you have other plans. You intend to defect and to lead the submarine and its crew to the safety of a U.S. port.

The Soviets will not allow this superior technology to fall into the hands of the Americans. Once the Kremlin realizes your plan to escape, they will send the entire Red Fleet to track down and destroy the RED OCTOBER. You must evade or destroy all enemies and navigate a course to the U.S. shore.

GAME OBJECTIVE

The journey to freedom takes the RED OCTOBER through various oceans and their unique terrain. You must strategically balance fuel, stealth, weapons and defenses as you face the challenges of the sea and the relentless Red Fleet.

As a highly experienced naval officer, you are aware that your escape will be the ultimate military test for you, your crew, and the RED OCTOBER. You must sneak out of the high security Soviet harbor. You must keep out of range of the carefully planted sonar buoys or the enemy will maintain a fix on you.

Eventually, you reach the warm beauty of the coral reef. Beware! The Soviets keep many aircraft carriers and bases nearby. Surviving your trip through the narrow caverns will be almost impossible, especially with the Red Fleet close on your heels. Even more harrowing are the deep sea trenches. When you are maneuvering

these, evading the enemy will be a tremendous feat, even for the elusive RED OCTOBER.

You must not forget the special power of the "caterpillar" drive. This escape to freedom is its ultimate test. Foil the Soviet's final attempt to use any device in their power to stop the RED OCTOBER. You have confidence in your ability and your crew, and you are captain of the most amazing naval vessel in the world. Good luck, Captain!

OFFENSIVE WEAPONS

Torpedoes are for horizontal shooting.

Missiles are for vertical shooting.

Torpedo and Missile pickups increase your number of weapons and maintain your weapons upgrades.

Torpedo and Missile "UP" pickups upgrade your firepower to the next level.

WEAPONS UPGRADES

By finding and picking up missile and torpedo upgrade pickups, you can increase the range and capabilities of your weapons. The upgrades for both torpedoes and missiles are:

Normal Level — Short-Range Capability

1st Upgrade — Long-Range Capability

2nd Upgrade — Long-Range Homing Capability

NOTE: Homing missiles and torpedoes can track enemy vessels after firing. This will diminish enemies' ability to evade your attack.

WEAPONS DOWNGRADES

Your Missile and Torpedo Levels show the amount of weapons you possess and the upgrade level you have achieved. If your weapons levels reach zero, your weapons will be downgraded by one level. For example, if your missiles are at the second upgrade level—Long-Range Homing Capability—and your ammunition level reaches zero, your missiles will be automatically downgraded to Long-Range Capability, the first upgrade.

NOTE: When your missile ammunition level reaches zero at the lowest capability (Short-Range) you are completely out of missiles until you get an ammunition or upgrade pickup. However, when your torpedo ammunition level reaches zero at the lowest weapon capability, the RED OCTOBER will never run out of torpedoes. The firing rate of the torpedoes will slow down considerably until you obtain an appropriate pickup.

DEFENSIVE WEAPONS AND DEVICES

INVISIBILITY

Pressing SELECT activates and deactivates the RED OCTOBER's special "caterpillar" drive for a short time. The "caterpillar" drive makes the RED OCTOBER undetectable by sonar, crippling the enemy response. Special pickups allow more frequent use of the caterpillar drive. But be careful!—it requires enormous amounts of nuclear power!

ARMOR

The RED OCTOBER can take a certain amount of damage before it is destroyed. The armor pickup repairs the submarine, buying you more playing time.

POWER

The RED OCTOBER requires an enormous amount of fuel. You'll need to acquire POWER pickups wherever they can be found. When your POWER meter runs low, your course may be finished!

ELECTRONIC COUNTER-MEASURES

Electronic counter-measures can be launched through the RED OCTOBER's torpedo tubes by pressing the A and B Buttons simultaneously. These decoy devices attract all offensive enemy fire in the immediate area. Use these wisely. You have a limited amount, and you'll need them when under heavy attack.

90-Day Limited Warranty

Hi Tech Expressions™ warrants to the original consumer purchaser that **The Hunt for Red October Game Pak (''PAK''),** not including Game Pak Accessories shall be free from defects in material and workmanship for a period of 90 days from date of purchase.
To receive this warranty:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-1224. Our Customer Service Department is in operation from 1:00 P.M. to 5:00 P.M. Eastern Standard Time, Mon-Thurs., and 9:00 A.M. to 1:00 P.M. Fridays.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of your defective PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

HI-TECH EXPRESSIONS
Attn: Customer Service Department
584 Broadway, New York, NY 10012

If our technician determines that the Game Pak is defective, we will replace it or refund your purchase at our option.

Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITON SET FORTH HEREIN. IN NO EVENT SHALL HI TECH EXPRESSIONS BE LIABLE FOR CONSEQUENTIAL OR ACCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345--4.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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